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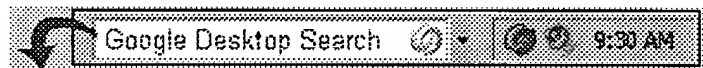
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... Refer to "**Agent Type** (aq\$_agent)" in Chapter 2, "Basic Components" for a ...

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IEE JNL IEE Journal or Magazine

IEEE CNF IEEE Conference Proceeding

IEE CNF IEE Conference Proceeding

IEEE STD IEEE Standard

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1 [An orthogonally persistent Java](#)

 M. P. Atkinson, L. Daynès, M. J. Jordan, T. Printezis, S. Spence
 December 1996 **ACM SIGMOD Record**, Volume 25 Issue 4

Publisher: ACM Press

 Full text available: [pdf\(825.75 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The language Java is enjoying a rapid rise in popularity as an application programming language. For many applications an effective provision of database facilities is required. Here we report on a particular approach to providing such facilities, called "orthogonal persistence". Persistence allows data to have lifetimes that vary from transient to (the best approximation we can achieve to) indefinite. It is orthogonal persistence if the available lifetimes are the same for all ...

2 [Persistent shared object support in the Guide system: evaluation & related work](#)

Daniel Hagimont, P.-Y. Chevalier, A. Freyssinet, S. Krakowiak, S. Lacourte, J. Mossière, X. Rousset de Pina


 October 1994 **ACM SIGPLAN Notices , Proceedings of the ninth annual conference on Object-oriented programming systems, language, and applications OOPSLA '94**, Volume 29 Issue 10

Publisher: ACM Press

 Full text available: [pdf\(1.83 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


The purpose of the Guide project is to explore the use of shared objects for communication in a distributed system, especially for applications that require cooperative work. Since 1986, two prototypes have been implemented respectively on top of Unix (Guide-1) and Mach 3.0 (Guide-2). They have been used for the development of distributed cooperative applications, allowing us to validate or reject many design choices in the system. This paper gathers the lessons learned from our e ...

3 [Shoring up persistent applications](#)

-  Michael J. Carey, David J. DeWitt, Michael J. Franklin, Nancy E. Hall, Mark L. McAuliffe, Jeffrey F. Naughton, Daniel T. Schuh, Marvin H. Solomon, C. K. Tan, Odysseas G. Tsatalos, Seth J. White, Michael J. Zwilling


May 1994 **ACM SIGMOD Record** , **Proceedings of the 1994 ACM SIGMOD international conference on Management of data SIGMOD '94**, Volume 23 Issue 2

Publisher: ACM Press

Full text available:  pdf(1.40 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


SHORE (Scalable Heterogeneous Object REpository) is a persistent object system under development at the University of Wisconsin. SHORE represents a merger of object-oriented database and file system technologies. In this paper we give the goals and motivation for SHORE, and describe how SHORE provides features of both technologies. We also describe some novel aspects of the SHORE architecture, including a symmetric peer-to-peer server architecture, server customization through an extensible ...

- 4 [A Teradata content-based multimedia object manager for massively parallel architectures](#)

-  W. O'Connell, I. T. Jeong, D. Schrader, C. Watson, G. Au, A. Biliris, S. Choo, P. Colin, G. Linderman, E. Panagos, J. Wang, T. Walter

June 1996 **ACM SIGMOD Record** , **Proceedings of the 1996 ACM SIGMOD international conference on Management of data SIGMOD '96**, Volume 25 Issue 2


Publisher: ACM Press

Full text available:  pdf(1.18 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The Teradata Multimedia Object Manager is a general-purpose content analysis multimedia server designed for symmetric multiprocessing and massively parallel processing environments. The Multimedia Object Manager defines and manipulates user-defined functions (UDFs), which are invoked in parallel to analyze or manipulate the contents of multimedia objects. Several computationally intensive applications of this technology, which use large persistent datasets, include fingerprint matching, signature ...


Keywords: Teradata, content-based analysis, parallel multimedia database, user-defined functions

- 5 [Concepts and paradigms of object-oriented programming](#)

-  Peter Wegner

August 1990 **ACM SIGPLAN OOPS Messenger**, Volume 1 Issue 1

Publisher: ACM Press


Full text available:  pdf(5.52 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

We address the following questions for object-oriented programming: *What is it? What are its goals? What are its origins? What are its paradigms? What are its design alternatives? What are its models of concurrency? What are its formal computational models? What comes after object-oriented programming?* Starting from software engineering goals, we examine the origins and paradigms of object-oriented programming, explore its language design alternatives ...

- 6

[The STARS process engine: language and architecture to support process capture and multi-user execution](#)

- ◆ Scott Arthur Moody
November 1994 **Proceedings of the conference on TRI-Ada '94**
Publisher: ACM Press


Full text available:  [pdf\(1.43 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Process-centered computing environments are currently in their infancy, with notable exceptions [1][19][21][22]. Two important components of envisioned environments are the language used to describe the processes, and the architecture for the language implementation and execution. These must support the multi-user emphasis of team work, process monitoring, process improvement, and automated execution. This paper reports on the STARS Process Engin ...

- 7 [The Kala basket: a semantic primitive unifying object transactions, access control, versions, and configurations](#)

- ◆ Sergui S. Simmel, Ivan Godard
November 1991 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages, and applications OOPSLA '91, Volume 26 Issue 11**


Publisher: ACM Press

Full text available:  [pdf\(2.11 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 8 [Mobile code: Towards a world-wide civilization of objects](#)

- ◆ Michael Condict, Dejan Milojicic, Franklin Reynolds, Don Bolinger
September 1996 **Proceedings of the 7th workshop on ACM SIGOPS European workshop: Systems support for worldwide applications**


Publisher: ACM Press

Full text available:  [pdf\(978.94 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The Internet today corresponds to a Feudal society, where fortress walls (firewalls) surround villages (LANs), little pockets of civilization connected by lawless highways (insecure networks) infested by bandits (hackers). The emergence of the World Wide Web and Java have shown the way towards a true civilization of electronic objects, although it does not yet exist. To assist in its evolution, we propose to extend the World Wide Web and Java with object-oriented, distributed OS services, implem ...


- 9 [Experiences with network-based user agents for mobile applications](#)


- Thomas F. La Porta, Thomas Woo, Krishan K. Sabnani, Ramachandran Ramjee
August 1998 **Mobile Networks and Applications, Volume 3 Issue 2**
Publisher: Kluwer Academic Publishers

Full text available:  [pdf\(631.57 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Wireless networks are characterized by simple end devices and limited bandwidth. One solution to address these and other limitations of the wireless mobile environment that has been widely pursued is the placement of proxies, or agents, inside the network to assist with application processing that would normally take place on end devices. These agents can additionally manipulate data to reduce bandwidth requirements and assist in providing services. The design and implementation of a user a ...

10 Two models for integrating persistence and lazy functional languages

 David J. McNally, Antony J. T. Davie
 May 1991 **ACM SIGPLAN Notices**, Volume 26 Issue 5
Publisher: ACM Press


Full text available:  [pdf\(949.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

A new programming system --- STAPLE (Statically Typed Applicative Persistent Language Environment) --- which integrates a lazy functional programming language and a persistent store is described. The motivation for introducing orthogonal persistence into a functional setting is given. Two models for achieving this integration are then described together with a discussion of the way laziness interacts with persistence and the benefits resulting from this interaction. In the first model, a system ...

11 Fast detection of communication patterns in distributed executions


Thomas Kunz, Michiel F. H. Seuren
 November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**



Publisher: IBM Press

Full text available:  [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

12 Java-based mobile agents

 David Wong, Noemi Paciorek, Dana Moore
 March 1999 **Communications of the ACM**, Volume 42 Issue 3
Publisher: ACM Press

Full text available:  [pdf\(287.69 KB\)](#)  [html \(31.38 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

13 Agent technology for the UMTS VHE concept

 Jens Hartmann, Carmelita Görg, Peyman Farjami
 October 1998 **Proceedings of the 1st ACM international workshop on Wireless mobile multimedia**


Publisher: ACM Press

Full text available:  [pdf\(1.00 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: UMTS, VHE, adaptive profile manager, agent technology, virtual address book

14 APPL/A: a language for software process programming

Stanley M. Sutton, Dennis Heimbigner, Leon J. Osterweil


July 1995 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 4 Issue 3**Publisher:** ACM PressFull text available:  pdf(4.89 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Software process programming is the coding of software processes in executable programming languages. Process programming offers many potential benefits, but their realization has been hampered by a lack of experience in the design and use of process programming languages. APPL/A is a prototype software process programming language developed to help gain this experience. It is intended for the coding of programs to represent and support software processes including process, product, and p ...

Keywords: consistency management, multiparadigm programming languages, software process programming, transaction management

15 The design of the E programming language


Joel E. Richardson, Michael J. Carey, Daniel T. Schuh

July 1993 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 15 Issue 3**Publisher:** ACM PressFull text available:  pdf(2.78 MB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)


Keywords: extensible database systems, persistent object management

16 StratOSphere: mobile processing of distributed objects in Java

Daniel Wu, Divyakant Agrawal, Amr El Abbadi

October 1998 **Proceedings of the 4th annual ACM/IEEE international conference on Mobile computing and networking****Publisher:** ACM PressFull text available:  pdf(1.38 MB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**17** Portable run-time support for dynamic object-oriented parallel processing


Andrew S. Grimshaw, Jon B. Weissman, W. Timothy Strayer

May 1996 **ACM Transactions on Computer Systems (TOCS)**, Volume 14 Issue 2**Publisher:** ACM PressFull text available:  pdf(2.21 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Mentat is an object-oriented parallel processing system designed to simplify the task of writing portable parallel programs for parallel machines and workstation networks. The Mentat compiler and run-time system work together to automatically manage the communication and synchronization between objects. The run-time system marshals member function arguments, schedules objects on processors, and dynamically constructs and executes large-grain data dependence graphs. In this article we present ...


Keywords: MIMD, dataflow, distributed memory, object-oriented, parallel processing

18 HyperActive: extending an open hypermedia architecture to support agency

 J. Alfredo Sánchez, John J. Leggett, John L. Schnase

December 1994 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 1 Issue 4

Publisher: ACM Press

Full text available:  pdf(2.10 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Agency and hypermedia have both been suggested as powerful means to cope with future information management and human-computer interaction requirements. However, research projects have included interface agents only marginally in the context of hypermedia systems. This article proposes a set of criteria for characterizing interface agents and offers a perspective view of ongoing research in the field using those criteria as a framework. The need to provide a supporting infrastructure that f ...


Keywords: HyperActive, agent-aware hyperbases, interface agents, open hypermedia systems

19 Equal rights for functional objects or, the more things change, the more they are the same

 Henry G. Baker

October 1993 **ACM SIGPLAN OOPS Messenger**, Volume 4 Issue 4


Publisher: ACM Press

Full text available:  pdf(2.61 MB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)


We argue that intensional *object identity* in object-oriented programming languages and databases is best defined operationally by side-effect semantics. A corollary is that "functional" objects have extensional semantics. This model of object identity, which is analogous to the normal forms of relational algebra, provides cleaner semantics for the value-transmission operations and built-in primitive equality predicate of a programming language, and eliminates the confusion surrounding "ca ...

20 Controlling access in multiuser interfaces

 Prasun Dewan, Honghai Shen

March 1998 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 5 Issue 1

Publisher: ACM Press

Full text available:  pdf(182.07 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Traditionally, access control has been studied in the areas of operating systems and database management systems. With the advent of multiuser interfaces, there is a need to provide access

control in the user interface. We have developed a general framework for supporting access control in multiuser interfaces. It is based on the classical notion of an access matrix, a generalized editing-based model of user-application interaction, and a flexible model of user-user coupling. It has been de ...

Keywords: access control, collaboration, computer-supported cooperative work, groupware, privacy, security, structure editors, user interface management systems

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1 [Descartes: A programming-language approach to interactive display interfaces](#)



Mary Shaw, Ellen Borison, Michael Horowitz, Tom Lane, David Nichols, Randy Pausch

 June 1983 **Proceedings of the 1983 ACM SIGPLAN symposium on Programming language issues in software systems**
Publisher: ACM Press

 Full text available: [pdf\(1.28 MB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper shows how the principles of programming methodology and language design can help solve the problem of specifying and creating interactive display interfaces for software systems. Abstraction techniques, such as abstract data types, can support both the specification of display interfaces and the implementation of those interfaces in a variety of styles. These abstraction techniques also guide the organization of software systems that will use display interfaces. We are developing ...

2 [An embedded domain-specific language for type-safe server-side web scripting](#)



Peter Thiemann

 February 2005 **ACM Transactions on Internet Technology (TOIT)**, Volume 5 Issue 1

Publisher: ACM Press

 Full text available: [pdf\(336.60 KB\)](#)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


WASH/CGI is an embedded domain-specific language for server-side Web scripting. Due to its reliance on the strongly typed, purely functional programming language Haskell as a host language, it is highly flexible and---at the same time---it provides extensive guarantees due to its pervasive use of type information. WASH/CGI can be structured into a number of sublanguages addressing different aspects of the application. The *document sublanguage* provides tools for the generation of parameteri ...

Keywords: Interactive Web services, Web programming

3 [Type-checking OQL queries in the ODMG type systems](#)

Suad Alagic


- September 1999 **ACM Transactions on Database Systems (TODS)**, Volume 24 Issue 3
Publisher: ACM Press

Full text available:  [pdf\(224.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Several negative results are proved about the ability to type-check queries in the only existing proposed standard for object-oriented databases. The first of these negative results is that it is not possible to type-check OQL queries in the type system underlying the ODMG object model and its definition language ODL. The second negative result is that OQL queries cannot be type-checked in the type system of the Java binding of the ODMG standard either. A solution proposed in this paper is ...

Keywords: C++, Java, ODMG standard, OQL, parametric polymorphism, type systems

- 4 [An experimental investigation of the interactive effects of interface style, instructions, and task familiarity on user performance](#)

 Kai H. Lim, Izak Benbasat, Peter A. Todd

March 1996 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 3 Issue 1
Publisher: ACM Press

Full text available:  [pdf\(2.19 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)


Norman proposed a model describing the sequence of user activities involved in human-computer interaction. Through this model, Norman provides a rationale for why direct-manipulation interfaces may be preferred to other design alternatives. Based on action identification theory we developed several hypotheses about the operations of Norman's model and tested them in a laboratory experiment. The results show that users of a direct-manipulation interface and a menu-based inte ...

- 5 [Methodology for comparative selection of interactive database interface types](#)

 L. K. Cristiano


August 1989 **ACM SIGCHI Bulletin**, Volume 21 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(1.02 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


On-line database applications are becoming the most common new software tasks. Their use is becoming increasingly popular in all areas of information management. In many environments these on-line applications are made available to a large, diverse user population. The majority of these users do not have training in database or software areas. For this reason, the interface between the user and the database is vital. It serves to protect the integrity of the database by governing user access and ...

- 6 [Adding type parameterization to the Java language](#)

 Ole Agesen, Stephen N. Freund, John C. Mitchell

October 1997 **ACM SIGPLAN Notices , Proceedings of the 12th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '97**, Volume 32 Issue 10

Publisher: ACM Press

Full text available:  [pdf\(2.16 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),

[MB\)](#)[citations, index terms](#)

Although the Java programming language has achieved widespread acceptance, one feature that seems sorely missed is the ability to use type parameters (as in Ada generics, C++ templates, and ML polymorphic functions or data types) to allow a general concept to be instantiated to one or more specific types. In this paper, we propose parameterized classes and interfaces in which the type parameter may be constrained to either implement a given interface or extend a given class. This design allows t ...

7 [Filing system interfaces to support distributed multimedia applications](#)



Stephen Childs

September 1998 **Proceedings of the 8th ACM SIGOPS European workshop on Support for composing distributed applications**

Publisher: ACM Press

Full text available: [pdf\(754.41 KB\)](#)

Additional Information: [full citation](#), [index terms](#)

8 [Towards a general computational framework for model-based interface development systems](#)



Angel Puerta, Jacob Eisenstein

December 1998 **Proceedings of the 4th international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: [pdf\(2.18 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: interface models, knowledge-based user interface design, model-based interface development, user interface development tools

9 [Programmable applications: interpreter meets interface](#)



Michael Eisenberg

April 1995 **ACM SIGCHI Bulletin**, Volume 27 Issue 2

Publisher: ACM Press

Full text available: [pdf\(4.42 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Current fashion in "user-friendly" software design tends to place an over-reliance on direct manipulation interfaces. To be truly expressive (and thus truly user-friendly), applications need both learnable interfaces and domain-enriched languages that are accessible to the user. This paper discusses some of the design issues that arise in the creation of such *programmable applications*. As an example, we present "SchemePaint," a graphics application that combines a MacPaint-like interface ...


10 [Special session: Design and programming of embedded multiprocessors: an interface-centric approach](#)



Pieter van der Wolf, Erwin de Kock, Tomas Henriksson, Wido Kruijtzter, Gerben Essink

September 2004 **Proceedings of the 2nd IEEE/ACM/IFIP international conference on Hardware/software codesign and system synthesis**


Publisher: ACM Press

Full text available:  [pdf\(377.96 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present design technology for the structured design and programming of embedded multi-processor systems. It comprises a task-level interface that can be used both for developing parallel application models and as a platform interface for implementing applications on multi-processor architectures. Associated mapping technology supports refinement of application models towards implementation. By linking application development and implementation aspects, the technology integrates the specificat ...

Keywords: code transformation, media processing, multiprocessor mapping, platform interface, system design method, task-level interface

11 [Interconnecting heterogeneous computer systems](#)

 David Notkin, Andrew P. Black, Edward D. Lazowska, Henry M. Levy, Jan Sanislo, John Zahorjan
March 1988 **Communications of the ACM**, Volume 31 Issue 3

Publisher: ACM Press


Full text available:  [pdf\(1.95 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A software structure created by the Heterogeneous Computer Systems (HCS) Project at the University of Washington was designed to address the problems of heterogeneity that typically arise in research computing environments.

12 [Human-computer interface development: concepts and systems for its management](#)


 H. Rex Hartson, Deborah Hix
March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Publisher: ACM Press


Full text available:  [pdf\(7.97 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

13 [Using Java reflection to automate extension language parsing](#)

 Dale Parson
December 1999 **ACM SIGPLAN Notices , Proceedings of the 2nd conference on Domain-specific languages PLAN '99**, Volume 35 Issue 1


Publisher: ACM Press

Full text available:  [pdf\(1.03 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An extension language is an interpreted programming language designed to be embedded in a domain-specific framework. The addition of domain-specific primitive operations to an embedded extension language transforms that vanilla extension language into a domain-specific language. The LUXWORKS processor simulator and debugger from Lucent uses Tcl as its extension language. After an overview of extension language embedding and LUXWORKS


experience, this paper looks at using Java reflection and ...

14 Errata, amendments and interpretations for the Fortran 90 standards document

 Jerrold L. Wagener


 March 1993 **ACM SIGPLAN Fortran Forum**, Volume 12 Issue 1


Publisher: ACM Press

Full text available:  [pdf\(2.60 MB\)](#)


Additional Information: [full citation](#), [index terms](#)

15 Towards a catalog of aspect-oriented refactorings

 Miguel P. Monteiro, João M. Fernandes

 March 2005 **Proceedings of the 4th international conference on Aspect-oriented software development AOSD '05**

Publisher: ACM Press

Full text available:  [pdf\(312.65 KB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

In this paper, we present a collection of aspect-oriented refactorings covering both the extraction of aspects from object-oriented legacy code and the subsequent tidying up of the resulting aspects. In some cases, this tidying up entails the replacement of the original implementation with a different, centralized design, made possible by modularization. The collection of refactorings includes the extraction of common code in various aspects into abstract superaspects. We review the traditional ...


Keywords: aspect-oriented programming, code smells, object-oriented programming, programming style, refactoring

16 Challenges: Challenge:: recombinant computing and the speakeasy approach

 W. Keith Edwards, Mark W. Newman, Jana Sedivy, Shahram Izadi

 September 2002 **Proceedings of the 8th annual international conference on Mobile computing and networking**

Publisher: ACM Press


Full text available:  [pdf\(297.46 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Interoperability among a group of devices, applications, and services is typically predicated on those entities having some degree of prior knowledge of each another. In general, they must be written to understand the type of thing with which they will interact, including the details of communication as well as semantic knowledge such as when and how to communicate. This paper presents a case for "recombinant computing" -- a set of common interaction patterns that leverage mobile code to allow r ...

Keywords: mobile code, recombinant computing, serendipitous interoperability, speakeasy


17 Compound types for Java

 Martin Büchi, Wolfgang Weck

 October 1998 **ACM SIGPLAN Notices , Proceedings of the 13th ACM SIGPLAN conference**


on Object-oriented programming, systems, languages, and applications
OOPSLA '98, Volume 33 Issue 10


Publisher: ACM Press

Full text available:  pdf(1.55 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Type compatibility can be defined based on name equivalence, that is, explicit declarations, or on structural matching. We argue that component software has demands for both. For types expressing individual contracts, name equivalence should be used so that references are made to external semantical specifications. For types that are composed of several such contracts, the structure of this composition should decide about compatibility. We introduce compound types as the mechanism to handle such ...

18 [A type system for prototyping languages](#)

 Dinesh Katiyar, David Luckham, John Mitchell

 February 1994 **Proceedings of the 21st ACM SIGPLAN-SIGACT symposium on Principles of programming languages**


Publisher: ACM Press

Full text available:  pdf(1.36 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


RAPIDE is a programming language framework designed for the development of large, concurrent, real-time systems by prototyping. The framework consists of a type language and default executable, specification and architecture languages, along with associated programming tools. We describe the main features of the type language, its intended use in a prototyping environment, and rationale for selected design decisions.

19 [CoffeeStrainer: statically-checked constraints on the definition and use of types in Java](#)

 Boris Bokowski

 October 1999 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 7th European software engineering conference held jointly with the 7th ACM SIGSOFT international symposium on Foundations of software engineering ESEC/FSE-7, Volume 24 Issue 6**


Publisher: Springer-Verlag, ACM Press

Full text available:  pdf(1.47 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


Usually, programming languages are used according to conventions and rules. Although general rules can be enforced by lint-like tools, there is a large class of rules that cannot be built into such tools because they result from particular design decisions or the reuse of existing software. This paper presents a system, called CoffeeStrainer, that statically checks programmer-specified constraints on Java programs. Unlike previous approaches, which only support constraints that apply to def ...

20 [Taming architectural evolution](#)

 André van der Hoek, Marija Mikic-Rakic, Roshanak Roshandel, Nenad Medvidovic

 September 2001 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 8th European software engineering conference held jointly with 9th ACM SIGSOFT international symposium on Foundations of software engineering ESEC/FSE-9, Volume 26 Issue 5**

Publisher: ACM Press

Full text available:  [pdf\(217.45 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In the world of software development *everything* evolves. So, then, do software architectures. Unlike source code, for which the use of a configuration management (CM) system is the predominant approach to capturing and managing evolution, approaches to capturing and managing architectural evolution span a wide range of disconnected alternatives. This paper contributes a novel architecture evolution environment, called Mae, which brings together a number of these alternatives. The environm ...


Keywords: Mae, configuration managment, design environment, evolution, software architecture, system model

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